

COMPACT
disc

Panasonic®

THE LIFE STAGE

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VIRTUAL HOUSE

This software program offers you the freedom to design a variety of structures - homes, apartments, offices - as realistic or unrealistic as you choose. Once you've decided an atmosphere in which you'd like to build, you'll select the structure's style, shape and number of rooms. Then choose color schemes, furnish, and decorate as you see fit. Once you're finished, "walk around" inside and experience the excitement of having created a place of your very own!

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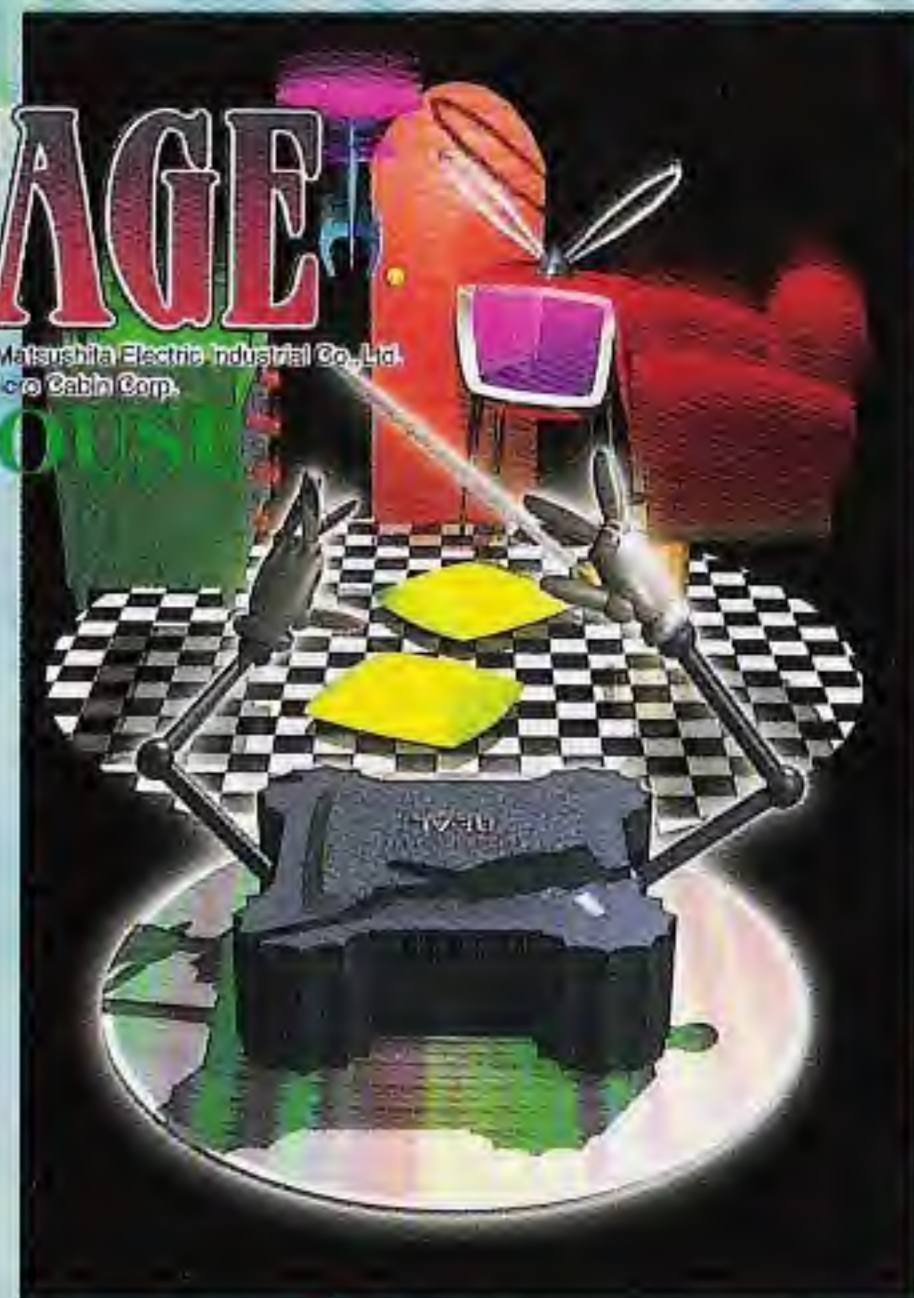
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THE LIFE STAGE

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VIRTUAL HOUSE



FZ-SM0201

For use with 3DO™ systems



MEDICAL PRECAUTIONS:

1. Physical activities involving regular repeated movements of the wrists, hands and/or fingers may possibly cause repetitive stress injury. Such injury may also affect muscles in the arms, wrists, hands, fingers, shoulders and neck, chest and abdomen, and the legs and back.
2. There have been reports that some people may experience epileptic symptoms or even seizures while concentrating on flashing lights. It is possible that persons with no previous epileptic experiences may, nevertheless, have an undetected condition. To avoid a possible medical problem, if you have an epileptic condition, consult your physician before playing video games or any other visually intensive software products.

To avoid either of these situations, and as sound practice, if you should use this equipment for an extended period of time, it is suggested that you take periodic breaks of 10-15 minutes each hour. Unit should be used in a brightly lit room. Operating in a close distance to the TV should be avoided. In any event, stop using the Interactive Multiplayer and consult your physician if you detect involuntary muscle movements (such as twitching), altered vision, mental or visual confusion, convulsions, muscular pain, numbness of fingers, palms or other areas.

~Introduction~ ■Overview of LIFESTAGE■

Living space creation and virtual experience - that is the LIFESTAGE concept.

Houses in which you've always wanted to live. Houses that capture the essence of luxury. Even houses that could not exist in the real world. LIFESTAGE lets you create just about any kind of house your imagination can come up with. You can then enjoy an experience which has never before been possible - the illusion of actually entering the houses you have completed.

LIFESTAGE is a lot like the wooden building blocks you played with when you were a kid. Individually, they are just pieces of wood, but if you stretch your imagination and start putting them together, they suddenly become houses, cars, castles, or anything else you can dream up.

And with LIFESTAGE, lavish visual presentations brought to life by state-of-the-art technology make it possible for anyone to easily enter this imaginary world. So unleash the power of LIFESTAGE and let your imagination run wild.

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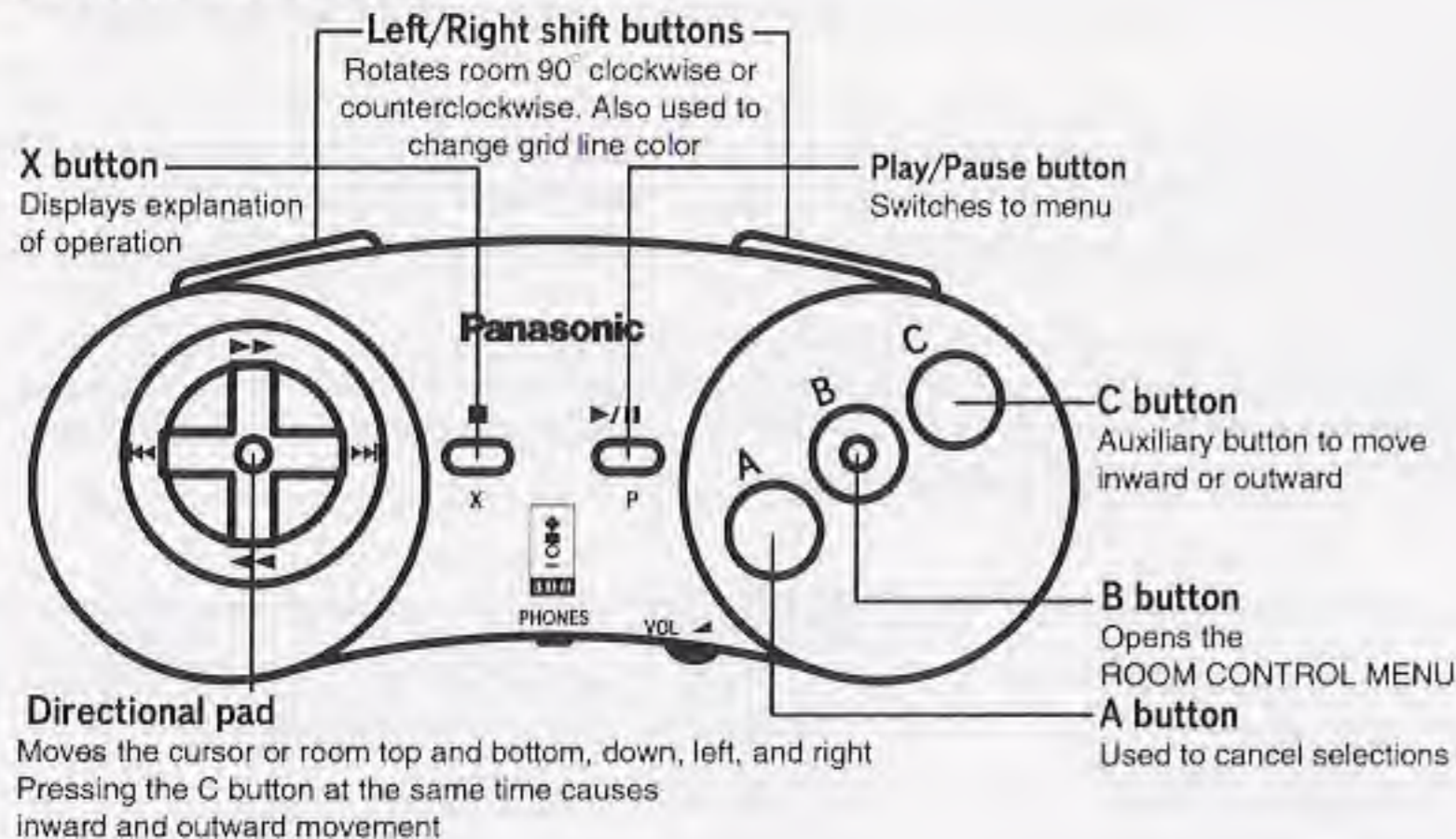
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★★★Basic Operation of the 3DO Control Pad★★★

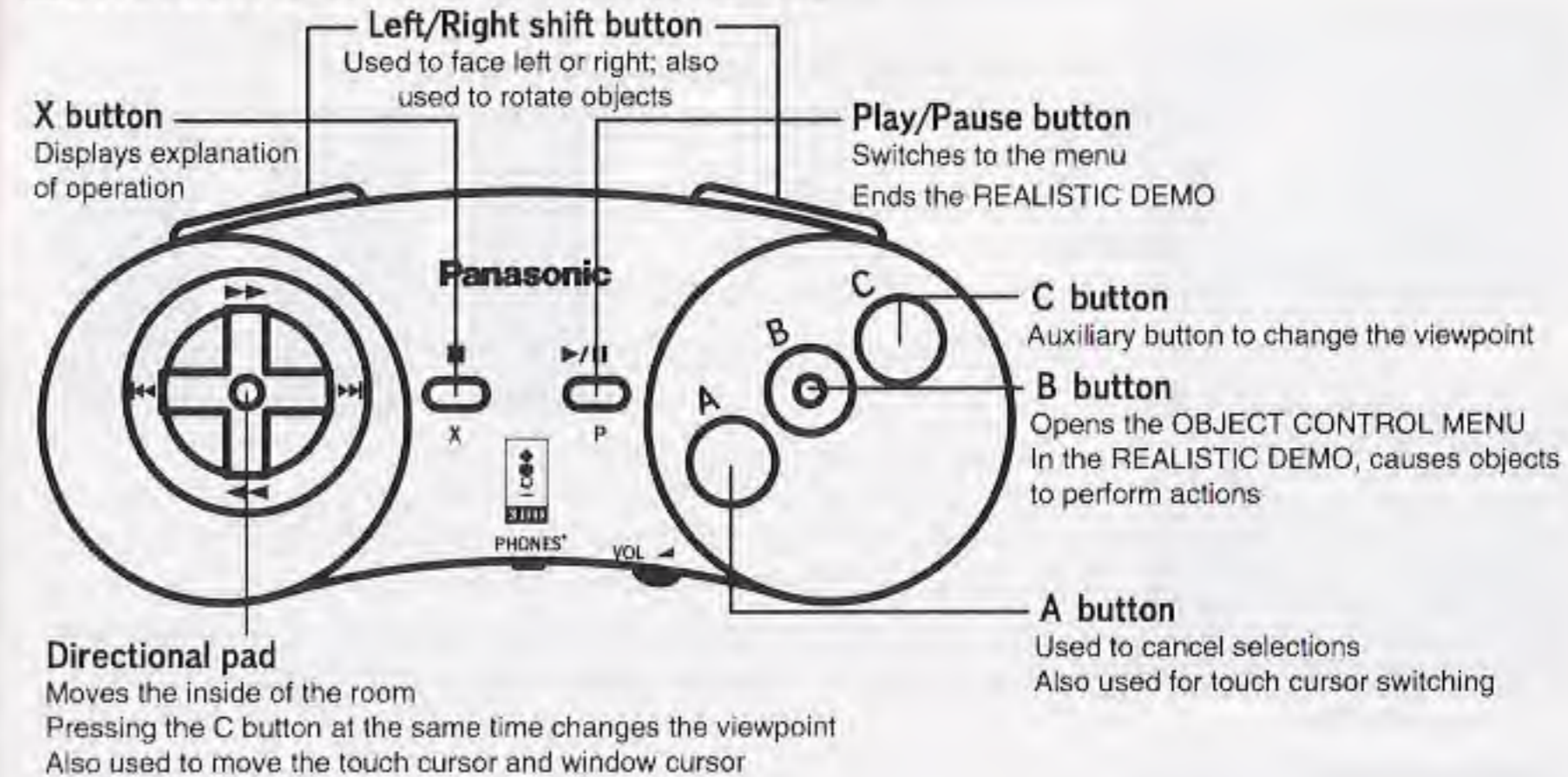
■Menu Selection

Directional pad	Select item (move cursor)
A button	Cancel, or leave menu
B button	Invoke currently selected item

■HOUSE MODELING



■INTERIOR DESIGN & REALISTIC DEMO



- ※ Explanations of operation (X button) are not displayed at certain locations.
- ※ In certain instances, there are special usage methods in aside from those described above. For details, refer to the control pad descriptions in each section.

Hereafter in this manual, the names of the various parts are abbreviated as follows.

3DO Control Pad	A button=Ⓐ	X button=ⓧ
=Control Pad	B button=Ⓑ	Left shift button=Ⓛ
	C button=Ⓒ	Right shift button=Ⓡ
	Play/Pause button=Ⓟ	Directional pad=⬆

★★★Definition of Terms★★★

●Cursor

Displayed on the screen in order to point to rooms, objects, menus, etc.



Cross-shaped cursor



Touch cursor



Window cursor



Select cursor



●Object

Things which can be placed inside of rooms in LIFESTAGE are referred to as objects. In addition to furniture, appliances and the like, objects include doors, stairs, plants, and dummy figures.

●House Data

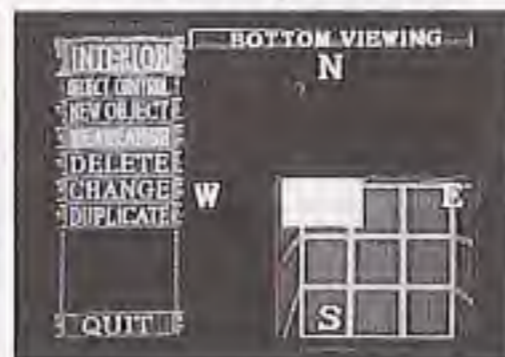
Data on houses which can be created in LIFESTAGE is referred to as house data. The sample data which is present from the very beginning is also house data. Strictly speaking, the creations possible in LIFESTAGE can be thought of as "life spaces" and not "houses" or "buildings" in the traditional sense. For convenience, however, wordings such as "creating a house" and "house data" are used in this manual.

●Load/Save

House data can be stored whenever necessary; this is referred to as "saving" the data. Likewise, reading in house data which has been saved is referred to as "loading" the data.

●NORTH, WEST, SOUTH, EAST

In LIFESTAGE directions are indicated as north, south, east, and west. As shown in the photographs on the right, the upward direction is represented as NORTH when viewing rooms from above.



★★★Running LIFESTAGE★★★

- 1 Turn on the power to the 3DO system.
- 2 Open the disc tray and insert the LIFESTAGE CD.
- 3 Close the disc tray and the opening demo begins automatically.
- 4 If P on the control pad is pressed during the demo, the title screen appears.
- 5 Press P and the sample menu appears.



★★★Operations Available when LIFESTAGE Begins★★★

■SAMPLE MENU

When LIFESTAGE begins, this menu is displayed. Eight graphical images associated with sample house data appear. Using + to operate the cursor, select the house you would like to go into and press B. Following selection, the REALISTIC DEMO then begins.

If you select [MAIN MENU] in the middle of the screen, you will advance to the MAIN MENU.



■MAIN MENU

You can advance to any of three modes from this point. Using + to operate the cursor, select one of these items and press B.

●[SAMPLE DEMO]

Lets you view the sample house data provided (advance to the sample menu).

●[EDIT MODE]

Lets you create new houses and modify previously saved house data. If you select this item, you will advance to the "LOAD"/"NEW" selection menu. Select "NEW" to create a new house, or select "LOAD" to read in and modify previously saved house data. You will then advance to HOUSE MODELING.

●[REALISTIC DEMO]

Choose from among the previously saved house data items, and you can enjoy the virtual experience of entering a house. If you select this item, you will advance to the LOAD MENU. At that point, select the house data which you would like to load.



★★★★Overall Flow★★★★

SAMPLE DEMO

View a Sample

MAIN MENU

EDIT MODE

Create a House

HOUSE MODELING

REALISTIC DEMO

Load
and View Data
for Previously
Created
Houses

Load completed house data and go into the house. Some of the objects will perform actions when touched.

When you run LIFESTAGE for the first time, be sure to take a look at the sample house data. This is your ticket to an imaginary world the likes of which you've never experienced. Use this as a reference later on when you are creating house data of your own.

Arrange the
Room Layout
► p15

INTERIOR DESIGN

Arrange the
Furniture and
Accessories in
the Rooms ► p18

At this point you think about and arrange the room layout. Later on, connect the rooms with doors and stairs.

This is also the point where you select the outside scenery which can be viewed from the windows.

After the rooms themselves have been arranged, the inside of the rooms comes next. At this point, you proceed to arrange furniture and accessories. In addition, you can change the patterns on the walls and floor, as well as attach windows, doors, and stairs.

Save
► p12

SAVE

Re-Confirm
► p14, 21

REALISTIC DEMO

When you are satisfied with your house or want to stop in the middle, save (store) the house data as it is at that point.

Right after you have arranged the inside of the rooms, you may want to use the REALISTIC DEMO to get a feel for how they turned out. At such times it is convenient to enter the rooms directly from INTERIOR DESIGN using [REAL DEMO].

★★★Creating a "Room with a Wardrobe"★★★

Using LIFESTAGE isn't difficult at all once you get used to it, but some people might at first become confused and not understand what to do. As a first step, let's try creating a "room with a wardrobe."

※Menu Selection

In this manual, "Select ..." refers to choosing a menu item using \uparrow and invoking it using \odot . For menus which include the item "QUIT," selecting this item causes you to exit the menu (same as when \odot is pressed).

■Preparation■

①ROOM MODELING

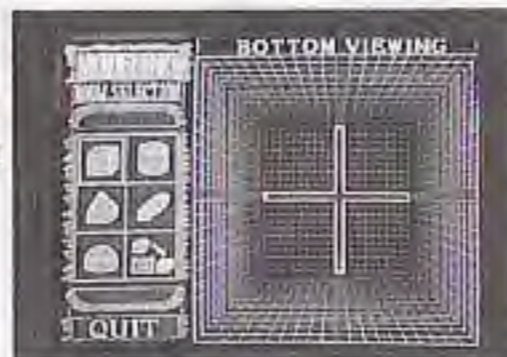
First select EDIT MODE from the MAIN MENU, and then select "NEW." (For details on the operations up to this point, refer to page 5.) Now advance to HOUSE MODELING to arrange the rooms.



■ First Set Up the Rooms [HOUSE MODELING] ■

②Choose Room Shapes

Pressing \odot causes the ROOM SELECTION MENU to open on the left side of the screen. Select the cubic room as shown in the photograph on the right using \uparrow , and confirm it using \odot .



③ Decide on Room Size

Using \leftarrow , specify the room variation with the left and right buttons, and the room size with the up and down buttons. Arrows appear on the top, bottom, left, and right, but you can only select the direction of arrows which appear in red. When you hit upon a room you like, confirm it using \odot .



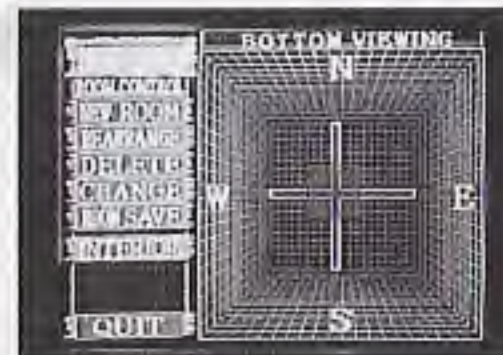
④Place the Room

The square box at the points where the horizontal and vertical lines intersect (cross-shaped cursor, p. 4) is the room. Move up, down, left, and right using \uparrow , and forward and backward using $\odot+\uparrow$ (top and bottom). (This screen shows the view from directly above.) Move the room to the desired location and confirm using \odot .



⑤Advance to INTERIOR DESIGN

While the room you just placed is selected (blinking), press \odot . As shown in the photograph on the right, the ROOM CONTROL MENU opens on the left side of the screen. Select [INTERIOR], and you will advance to INTERIOR DESIGN.

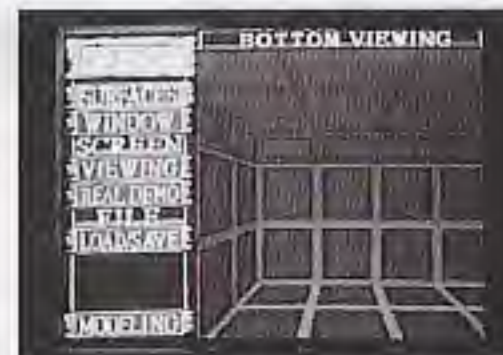


※ If at this point a room is not blinking, move the cross-shaped cursor back to the room in question. Move up, down, left, and right using \uparrow , and forward and backward using $\odot+\uparrow$ (top and bottom).

■Decorate the Room [INTERIOR DESIGN] ■

⑥Select SURFACES

When you press \odot , you are given the opportunity to choose from the INTERIOR MENU on the left side of the screen. At this point, select [SURFACES].



⑦Choose a Ceiling Pattern

First of all, decide on a ceiling color pattern. Select [CEILING] from the menu. Color variations, lined up in a single row, appear on the screen. Using \leftarrow , pressing left and right changes the hue, and pressing top and bottom changes the material. Choose the desired pattern and confirm by pressing \odot .



⑧ Perform an On-Screen Check

As shown in the photograph on the right, the CHECK MODE screen appears. At this point, the selected pattern is affixed to the room, so you can check what it looks like. (Using \uparrow (top and bottom), you can also see higher and lower views.)

If you are satisfied, confirm by pressing (B). If not, press (A) and choose another pattern.

⑨ Choose Wall and Floor Patterns the Same Way

Return to screen (6). Select [WALL] and [FLOOR] and choose patterns in the same manner as for the ceiling. When you select [WALL], a menu for selecting [SINGLE] or [COMBINATION] appears; select [SINGLE] this time around.

When you have finished a full color scheme, press (A) several times until the touch cursor (the cursor shaped like a finger) is displayed as shown in the photograph on the right.

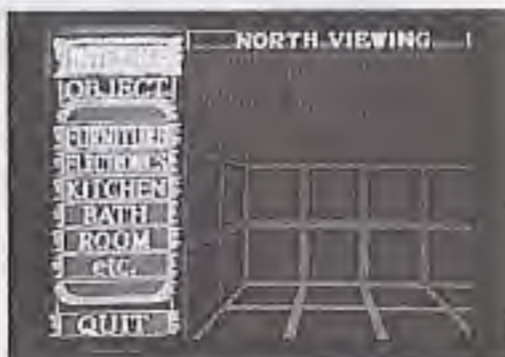
■ Arrange Furniture in the Room ■

⑩ Select FURNITURE

With the touch cursor displayed, press (B). As shown in the photograph on the right, the OBJECT SELECTION MENU opens on the left side of the screen. At this point, select [FURNITURE].

⑪ Select WARDROBE

An object list which provides further classification of FURNITURE is displayed. Select [WARDROBE] from this list. Color variations for WARDROBE, lined up in a single row, appear on the screen. Choose the desired color by pressing \leftarrow (left and right), and confirm by pressing (B).



⑫ Rotate and Check

The screen appears as shown in the photograph on the right, and the WARDROBE rotates.

If you are satisfied, confirm by pressing (B). If not, press (A) and choose again.

⑬ Place the WARDROBE

As shown in the photograph on the right, the screen for placing the wardrobe in the room (viewed from directly above) appears. Move up, down, left, and right using \leftarrow , and forward and backward using (C)+ \uparrow (top and bottom). When you have moved the WARDROBE to the desired location, confirm by pressing (B).

End WARDROBE placement by pressing (A).

■ Upon Completion ■

⑭ REALISTIC DEMO

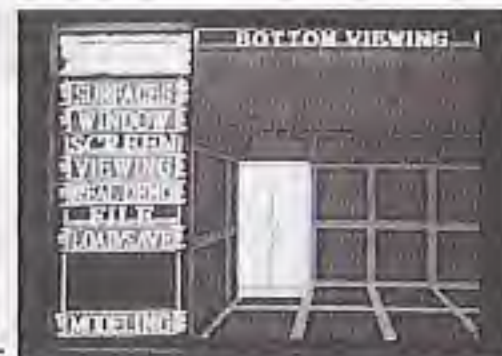
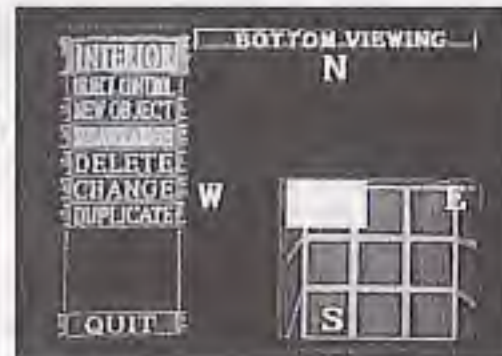
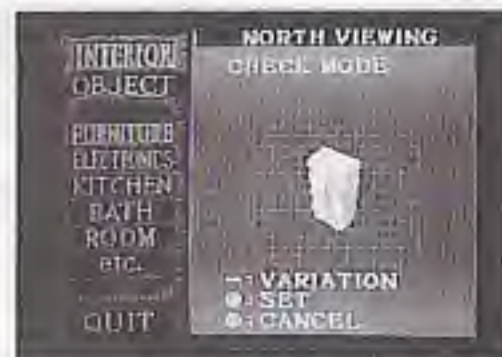
When the above operations are done, the "Room with a Wardrobe" is complete. You can then take a look at how the room turned out using REALISTIC DEMO.

When you press (P), you are given the opportunity to choose from the INTERIOR MENU on the left side of the screen. At this point, select [REAL DEMO], and you will advance to the REALISTIC DEMO.

⑮ Experience the Inside of the Room

In REALISTIC DEMO, the room is displayed as you would see it if you were on the inside. As you view the room, you can move left, right, up, and down using \leftarrow . You can also change the view-point by holding down (C) while using \leftarrow . Walk around inside the room you have created, observing it from a variety of directions.

※ To add more objects to the room, press (P) and return to step ⑩.



16 The Next Step

At this point the house you have created is comprised of just a single room with a single WARDROBE. You can now let your imagination run wild, creating houses which have never before been dreamed of.



★★★LOAD/SAVE,DELETE MENU★★★

A number of menus include items such as [LOAD], [SAVE], and [LOAD/SAVE]. These items all involve loading (reading in) and saving (storing) house data, and they all have the same function (with the exception of [ROOM LOAD] and [ROOM SAVE]).

■LOAD MENU

10 house data items are displayed. Choose the house data which you would like to load. If "NOTHING" is displayed, this indicates that no data has been stored yet.

File number



■SAVE MENU

Up to 10 house data items can be saved.

- 1 Choose the selection which you would like to save, and the house data name input screen appears.
 - 2 Move the cursor using \uparrow , and select letters using \odot . To modify letters, select [BACK SPACE], erase all of the letters up to the point you would like to modify, and input new letters.
 - 3 Input ends when you select [END].
 - 4 A menu to confirm the save operation is displayed; select [YES] or [NO].
- ※ If you specify an already saved selection and are saving it under the same name, step 2 is skipped.
 - ※ Depending on the house data, the storage area may become full before 10 items are saved, making it impossible to store a full 10 items.
 - ※ When you attempt to save house data, if the storage area is full and you are unable to do so, erase unnecessary data using [DELETE] before performing the save operation.



Sample house data cannot be modified directly. If, however, you save the data when sample mode ends and load it in EDIT MODE, you will then be able to modify it.

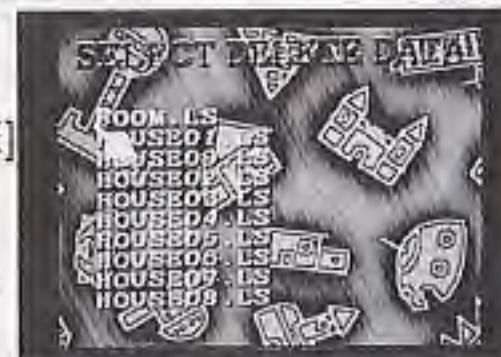
■DELETE MENU

When you choose the [LOAD/SAVE] item, a [SAVE]/[LOAD]/[DELETE] menu then opens. Of these, [DELETE] is used to erase unnecessary house data. You can also delete data from other software.

The items displayed at this point are not the house data names which were input in the SAVE MENU, but rather the names of the files stored in SRAM.

When you select the name of a file you would like to erase, a confirmation menu then opens. At that point, select [YES] or [NO].

- ※ If a large number of files have been saved, they will not all be displayed on the screen at once. In such instances, using \uparrow (top or bottom) at the upper or lower end of the list will cause the rest of the files to be displayed.



SRAM and File Names

SRAM is one type of memory (storage circuit) provided with the 3DO system, and continues to store data even after the power is turned off. In LIFESTAGE, it is used for the storage of house data. In the case of game software, it is often used to store passwords, high scores, and the like.

Since SRAM is utilized by a variety of software, names are attached to the stored data. These are called filenames, and the data items are called files. For house data in LIFESTAGE, the ten filenames HOUSE01.LS, HOUSE02.LS, ..., and HOUSE09.LS are used. For room data (p. 17 and 18), the filename ROOM.LS is used.

Important: DELETE MENU Precautions

In order to allow data from other software to be erased, LIFESTAGE's DELETE MENU is designed such that selection is performed by filename. The correspondence between filenames and house data names is shown by the file numbers (the same numbers as those used in filenames) which are displayed in the LOAD/SAVE MENU.

For information on the filenames from other software, refer to the user's guides for each software product, and be sure to first thoroughly read these user's guides before erasing these files.

Filename examplesFZ-1 Internal Audio Player : ACD.PLAYLIST
.....Crash'N Burn : CNBTESTSAVE

★★★REALISTIC DEMO★★★

This is a mode which simulates the act of going into a house. You can walk around and enjoy the feeling of actually being inside. If certain objects are touched using the touch cursor (finger), the objects will perform specific actions.

REALISTIC DEMO begins from the first room created if entered from MAIN MENU, or from the room you are currently in if entered from INTERIOR DESIGN.



■Control Pad Operations

REALISTIC DEMO provides both a movement mode and a touch mode. Switching between these modes is accomplished by pressing (A).

● Movement Mode

- +..... Move within room
- (A)..... Switch to touch mode
- (B)+..... Free movement within room
- (C)+..... Shift viewpoint
- (L)/(R)..... Look left/right
- (P)..... End REALISTIC DEMO

※ There may be times when you are caught between two objects and become unable to move, or when you want to pass through narrow areas. In such instances, hold down (B) while using + to move around.

● Touch Mode

- +..... Move touch cursor
- (A)..... Switch to movement mode
- (B)..... Touch the object pointed to by the touch cursor
- (L)/(R)..... Look left/right
- (P)..... End REALISTIC DEMO

Action Examples

- Door..... Move to the adjoining room
- Fan..... Blades rotate
- Lights..... Turn on and off
- TV..... Video clips appear

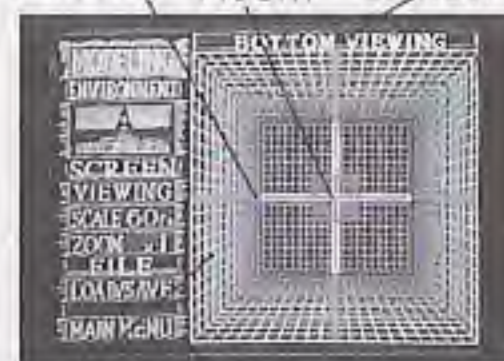
★★★HOUSE MODELING★★★

HOUSE MODELING allows you to consider what type of room layout you would like to have, and to arrange the rooms accordingly. Up to 16 rooms can be arranged in 1.5-foot units.

For rooms to be connected using doors and stairs, the rooms must be adjoining. Be sure to arrange them with this in mind beforehand.

※ In the initial display, you are looking down from above. In this display, the top of the screen is north.

Cross-shaped cursor Direction of view
Room



Grid lines (3-foot spacing)

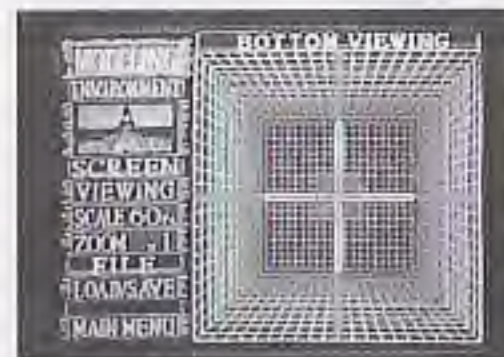
■Control Pad Operations

- +..... Move cursor and room up, down, left, and right
- (C)+..... Move cursor and room forward and backward
- (B)..... Open ROOM CONTROL MENU and ROOM SELECTION MENU
- (L)/(R)..... When a room is selected: Rotate room by 90°
At other times: Change grid line color
- (P)..... Advance to MODELING MENU

■MODELING MENU

When you press (P) you are advanced to the MODELING MENU, which is displayed on the left side of the screen. At that point, you can specify settings which relate to the house as a

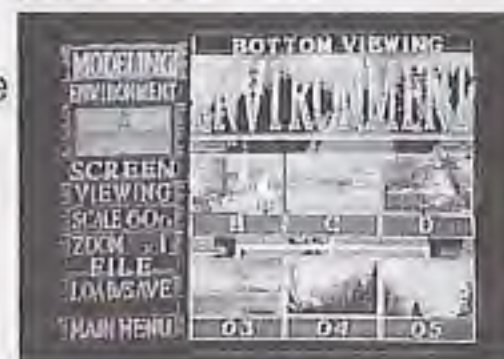
MODELING MENU



●ENVIRONMENT

You can freely choose the outdoor scenery which is to be visible from the windows. This outdoor scenery is, however, also seen even if there is an adjoining room. Operations are as follows.

- 1 Select the scenery image below the [ENVIRONMENT] characters and the scenery selection scene is displayed.
- 2 Select a scenery type using + (left and right), and press (B). Reduced images of the scenery will then be displayed below.



- 3 Select scenery using \leftarrow (left and right), and press \textcircled{B} . For confirmation purposes, a large version of the scenery will be displayed.
- 4 Scroll using \leftarrow (left and right) and the areas not visible will be displayed.
- 5 If you are satisfied with this scenery, press \textcircled{B} . If you would like to choose another selection, cancel using \textcircled{A} and choose again.

●VIEWING

Specify the direction from which to view the room. It is generally easiest to perform operations while looking down on a room from above. When two or three floors of rooms are created, however, rooms overlap and the ones underneath may become invisible. In such cases, viewing rooms from the side clarifies room arrangements and makes it easier to perform operations. You can switch viewpoints in sequence using \leftarrow (left and right or, alternatively, top and bottom).

※When arranging rooms, "Direction of View" is displayed. For example, if you are viewing the room from the north, you are facing in the southward direction, so "SOUTH" is displayed.

Viewing from above

Viewing from the west

Viewing from the south



Viewing from the north

Viewing from the east

Viewing from below

●SCALE

This is initially set to 60 feet on all sides, which is sufficient for most typical houses. If, however, you would like to create a larger house and this size is too small, this setting can be modified. Settings of 120 feet or 240 feet on all sides are possible. To use the scale modification screen, use \leftarrow (top and bottom) to choose the scale and confirm by pressing \textcircled{B} . Arrows appear on the top, bottom, left, and right, but you can only select the direction of arrows which appear in red.

You need to be careful when switching the size of a room large to small, as the objects in portions that get cut out are erased.

●ZOOM

You can change the size of your view between 1x (full-size), 2x (double-size), and 4x (quadruple-size). Choose the size that facilitates easiest viewing. With a scale of 60 feet, however, you cannot choose 4x.



●LOAD/SAVE

See LOAD/SAVE MENU (p. 12).

●MAIN MENU

End HOUSE MODELING operations and advance to MAIN MENU

■ROOM CONTROL MENU

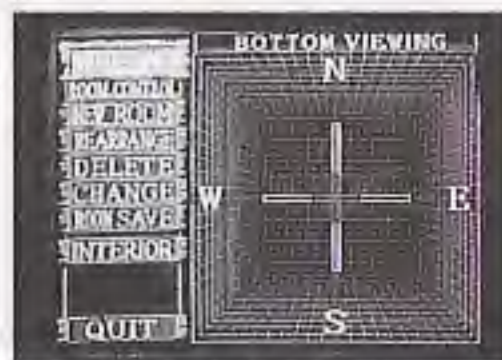
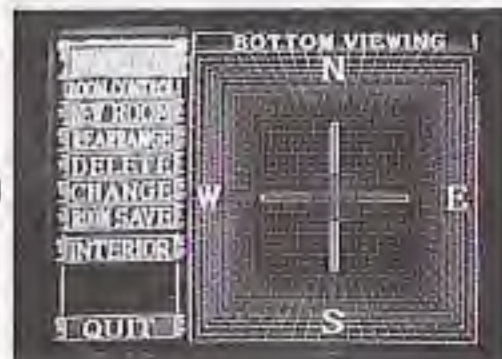
While a room is selected (blinking), press \textcircled{B} and the ROOM CONTROL MENU will open, as shown in the photograph on the right. At this point, you can perform such operations as new room creation, room movement, and room deletion.

Pressing \textcircled{B} when no room is selected is the same as selecting [NEW ROOM] from the ROOM CONTROL MENU.

●NEW ROOM

Selected to create a room from scratch. Operation is as follows.

- 1 Press \textcircled{B} when no room is selected. Alternatively, select [NEW ROOM] from the ROOM CONTROL MENU, and the ROOM SELECTION MENU opens as shown in the photograph on the right.
 - 2 Using \leftarrow , select the overall shape of the room and press \textcircled{B} .
 - 3 Using \leftarrow , pressing left and right specifies the room variation, and pressing top and bottom specifies the size.
 - 4 Press \textcircled{B} and you will advance to the screen in which to specify room location.
 - 5 Using \leftarrow , $\textcircled{C}+\leftarrow$, and $\textcircled{L}/\textcircled{R}$ (room rotation), move the room to the target location and press \textcircled{B} .
- ※ With [ROOM LOAD], which appears in the ROOM SELECTION MENU opened in 1, instead of arranging newly created rooms you read in and arrange rooms whose data has been previously stored using ROOM SAVE. See also ROOM SAVE (p. 18).



ROOM LOAD

Room height

Room width



Room depth (units: feet)

●REARRANGE

Move the selected room. Using \leftarrow , $\textcircled{C}+\leftarrow$, and $\textcircled{L}/\textcircled{R}$ (room rotation), move the room to the target location and press \textcircled{B} .

●DELETE

Erase the selected room. A confirmation menu is displayed; select [YES] or [NO].

●CHANGE..... Room Modification

Performs the same function as erasing a room using [DELETE] and then selecting [NEW ROOM].

●ROOM SAVE Save Room Data

Save only the data for the selected room, including the objects which have been placed inside it. This room data is read in using ROOM LOAD (p. 17) from the ROOM SELECTION MENU.

This function only allows you to save and load a single room, but it is extremely useful when moving room data between different houses.

※Doors and stairs connected to a room at the time it is saved will not be present when the room is loaded.

●INTERIOR.....Advance to INTERIOR DESIGN

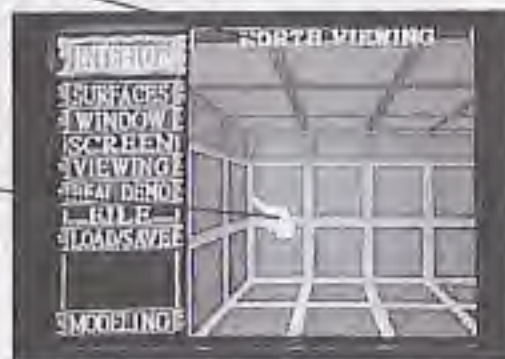
Advances to INTERIOR DESIGN, where the design of the inside of the selected room is performed.

★★★INTERIOR DESIGN★★★

Here, a variety of objects are placed in a room. Aside from arranging furniture and accessories, you can perform such functions as changing the wall and floor patterns and attaching windows and doors. By attaching doors and stairs to rooms, you will be able to move to and from rooms adjoining the one you are designing, and rooms which are above and below it.

Direction in which you are looking

Touch cursor
(displayed
during touch
mode)



●Movement Mode (Movement without a Cursor)

There are three modes in INTERIOR DESIGN. Pressing (A) switches between these modes - "Movement Mode," "Touch Mode," and "Window Set Mode" - in sequence.

This is a mode in which you walk around within the room. By walking up and down stairs, you can go into vertically adjoining rooms.

- +..... Move within room
- (A)..... Switch to touch mode
- (C)+..... Shift viewpoint
- (L)/(R)..... Look left/right
- (P)..... Advance to INTERIOR MENU

●Touch Mode (Use of the Touch Cursor)

Mode in which you touch (operate) objects. Further, when you touch a door, you will move to the adjoining room.

- +..... Move touch cursor
- (A)..... Switch to window set mode
- (B)..... Open OBJECT CONTROL MENU and OBJECT SELECTION MENU
- (L)/(R)..... Look left/right
- (P)..... Advance to INTERIOR MENU

●Window Set Mode (Use of the Window Cursor)

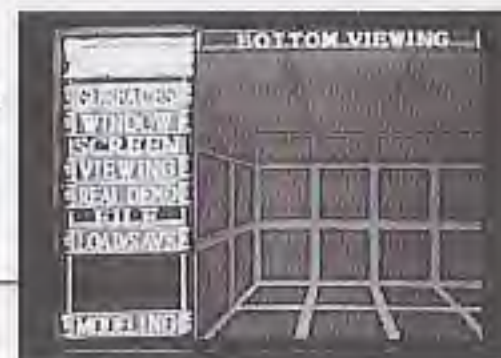
Mode in which you perform window placement.

- +..... Move window cursor
- (A)..... Switch to movement mode
- (B)..... Place a window at the location pointed to by the window cursor.
- (L)/(R)..... Look left/right
- (P)..... Advance to INTERIOR MENU

■INTERIOR MENU

When you press (P) you are advanced to the INTERIOR MENU, which is displayed on the left side of the screen. At that point, you can specify settings which relate to the room as a whole.

INTERIOR MENU



●SURFACES.....Pattern Selection for Ceiling,walls and Floor

You can freely choose patterns for the ceiling,walls and floor of your rooms. Operation is as follows.

- 1 Select [SURFACES], and the ceiling/wall/floor selection menu appears.
 - 2 Select [CEILING] ,[WALLS]or [FLOOR], and the pattern selection screen appears.
 - 3 Using + (left and right, top and bottom), select a pattern and press (B). The confirmation screen, in which the pattern is affixed to the ceiling,walls or floor, appears. At this point, you can look upward or downward using + (top and bottom).
 - 4 If you are satisfied, press (B). If you would like to choose a different pattern, cancel using (A) and choose again.
- ※These patterns are not displayed during INTERIOR DESIGN. They can be viewed via REALISTIC DEMO.

●SURFACES.....Pattern Selection for Walls

You can freely choose patterns for the walls in the same fashion as for the ceiling and floor. Additionally, for walls you can choose a composite pattern comprised of a combination of three patterns. Operation is as follows.

- 1 Select [SURFACES], and the ceiling/wall/floor selection menu appears.
- 2 Select [WALL], and the single/composite pattern selection menu appears.
- 3 To specify separate patterns for the top, middle, and bottom, select [COMBINATION]: when one pattern is enough, select [SINGLE]. If [SINGLE] has been selected, subsequent operation is the same as that in steps 3 and 4 for ceilings and floors.
- 4 If [COMBINATION] has been selected, the pattern selection menu, divided into top, middle, and bottom, appears.
- 5 Select the portion of the walls you would like to modify using \oplus (top and bottom) and press \odot . The pattern selection screen appears.
- 6 Select a pattern using \oplus (left, right, top, and bottom) and press \odot .
- 7 The selected pattern is displayed as a sample. If you would like to modify another portion, use \oplus (left) and repeat steps 5 and 6.
- 8 If, looking at the sample, you are satisfied, press \odot . The confirmation screen, in which the pattern is affixed to the walls, appears. At this point, you can look upward or downward using \oplus (top and bottom).
- 9 If you are satisfied, press \odot . If you would like to choose a different pattern, cancel using \odot and choose again.

Shows the wall's top, middle, and bottom



Sample

※These patterns are not displayed during INTERIOR DESIGN. They can be viewed via REALISTIC DEMO.

●WINDOW...Window Shape Selection (Window Arrangement)

You can choose the shape of a room's windows. Through these windows, you will be able to see outdoor scenery in REALISTIC DEMO (p. 15). The shape of all of the windows in a single room will be the same. Select window shape using \oplus (left and right), and confirm using \odot .

To arrange the positions of the actual windows, press \odot several times and advance to window set mode. Then, using \oplus , \odot + \oplus , and \odot / \odot , specify the window location (wall) with the window cursor. At this point, you can erase this window by specifying it again and pressing \odot .



●VIEWING..... Viewpoint Modification during Object Arrangement

Specifies the direction from which to view the room when arranging the locations of objects. It is generally easiest to perform operation while looking down on a room from above. Depending on the actual layout, however, certain locations may be difficult to see from this viewpoint. In such cases, change the viewpoint to a direction which simplifies operations.

Operation is the same as for VIEWING in the MODELING MENU (p. 16).

●REAL DEMO.....Advance to REALISTIC DEMO

Allows you simulate entering the room which you are currently designing. This is used to check the finished results of the room being designed. There is no difference between this function and REALISTIC DEMO in the MAIN MENU, but when you end it by pressing \odot , you return to INTERIOR DESIGN for the room which you were in at that point.

●LOAD/SAVE.....Loading and Saving of House Data

See the LOAD/SAVE MENU (p. 12).

●MODELING..... Advance to HOUSE MODELING

End INTERIOR DESIGN and advance to HOUSE MODELING.

■OBJECT CONTROL MENU

While an object is selected, press \odot and the OBJECT CONTROL MENU will open, as shown in the photograph on the right. At this point, you can create, move, erase, or copy the object.

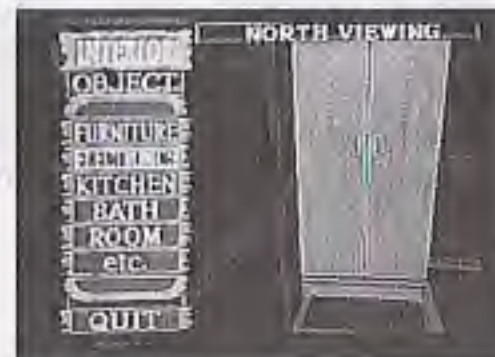
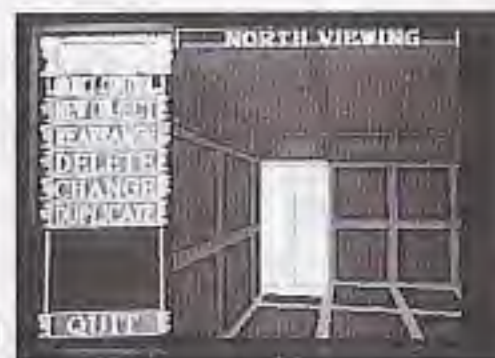
Pressing \odot when no room is selected is the same as selecting [NEW OBJECT] from the OBJECT CONTROL MENU.

※ In touch mode, selecting an object refers to the state in which the touch cursor is in contact with the object.

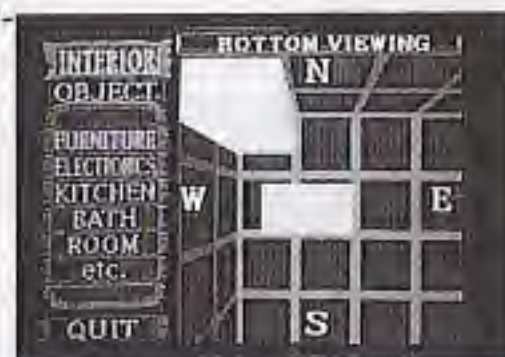
●NEW OBJECT...New Object Placement

Selected to place a new object in a room. Operation is as follows.

- 1 Press \odot when no object is selected. Alternatively, select [NEW OBJECT] from the OBJECT CONTROL MENU, and the OBJECT SELECTION MENU opens as shown in the photograph on the right.
- 2 Using \oplus , select the general class of the object and press \odot . A menu to more finely select the object type then opens.



- 3 Select the type of object you would like to place in the room. For objects with even more detailed classifications, another menu opens, and you must again make a selection.
- 4 A screen which presents the object variations in a line appears. Using \leftarrow (left and right, top and bottom), select the target object and press (B).
- 5 A confirmation screen in which the object rotates appears. If you are satisfied with this selection, press (B). If you would like to choose another object, cancel using (A) and choose again.
- 6 A screen for placing the object in the room appears. (The view-point here is that which was specified in VIEW from the INTERIOR MENU. Using \leftarrow , (C)+ \leftarrow , and (L)/(R) (object rotation), move the room to the target location and press (B).



●REARRANGE..... Object Movement

Moves the selected object. Using \leftarrow , (C)+ \leftarrow , and (L)/(R) (object rotation), move the object to the target location and press (B).

●DELETE.....Object Erasure

Deletes the selected object. A confirmation menu is displayed; select [YES] or [NO].

●CHANGE..... Object Modification

Performs the same function as erasing an object using [DELETE] and then selecting [NEW OBJECT].

●DUPLICATE.....Object Copying

Creates a copy of the selected object. This is useful when lining up multiple objects with the same shape. When executed, a screen for placing the object in the room appears. Using the same procedure as for [NEW OBJECT], move the object to the target location.

Special Objects

Of the room-related objects, the following ones are special.

<Doors>

Allow you to move to and from adjoining rooms. Attach doors to rooms which adjoin other rooms. If another room is not present in the direction in question, an error message (p. 24) will be displayed. In addition, if you select a door with the touch cursor and press (B), the menus [OBJECT CONTROL] and [ROOM CHANGE] open. At that point, if you select [ROOM CHANGE] you will move into the adjoining room.

<Stairs>

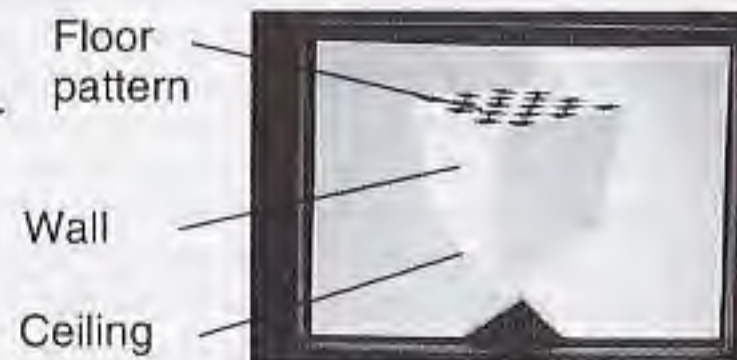
Allow you to move to and from rooms on higher floors, and enable you to go up to high locations. Object selection for stairs, unlike that for other objects, involves sequentially selecting a pattern, handrail, type, and height.

Types come in two varieties. One type adjoins a room with the one above it in the same way as a door, and allows you to move to the room above during movement mode. The other type simply allows you to go up to high locations. As with doors, in the former type there must be a room in the location to which you are trying to attach (i.e. above the ceiling). The latter type is used when there is a hallway (created using a partition) or the like at the top of the stairs.

Stairs cannot be deleted, moved, etc. while you are ascending or descending them.

<Partitions>

Partition objects are treated in the same way as walls and floors, and patterns are the same as well. When used as a floor, they can be used to create mezzanines, stairway landings, and room overhangs.



<Handrails>

After affixing stairs, you can climb to high locations (stairway landings created with partitions) in movement mode. At such times, if there are no handrails, you can continue to move around at the same level, so you will end up walking in mid-air (unfortunately, there is no gravity in LIFESTAGE). In order to prevent this, attach handrails at these types of locations.

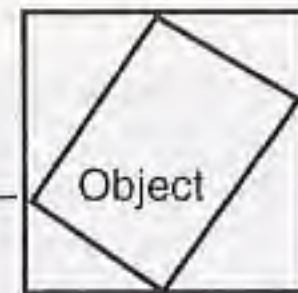
~ Q & A ~

- (Q) I can sometimes see through objects to objects on the other side. Is this normal?**
- (A)** LIFESTAGE performs extremely complicated calculations to display three-dimensional images. However, as an unavoidable result of the fact that it is created to display at speeds which were unimaginable using previous hardware and software, depending on the viewpoint and arrangement the order of precedence may in certain cases become switched. For this reason, objects behind other objects may sometimes become transparently visible. We request your understanding with regard to this issue.
- (Q) A "CAUTION ..." message appears and I can't place objects in a room. Does this mean that placing objects in the room is no longer possible?**
- (A)** In LIFESTAGE there is a limit to how many objects can be placed in one room. This is not related to the size of the room, but rather depend on the total size of the data for objects and such. As object colors and shapes become more and more complicated, the data size grows larger as well, so when the limit is exceeded you will no longer be able to place more objects in the room. Try placing small objects or objects differing in color in the room, as this may in some cases be possible.
- (Q) How can you tell in which directions doors should be placed?**
- (A)** In which directions did you place adjoining rooms? Find out using HOUSE MODELING. In both HOUSE MODELING and INTERIOR DESIGN, performing arrangement while looking down from above makes it easy to discern directions. At these times, remember that up is north, right is east, etc.
- (Q) How can you tell which way an object is facing?**
- (A)** Using VIEWING, switch the viewing direction. If you look from the side, you will be able to tell which direction an object is facing.
- (Q) What about objects that look the same no matter which direction you look at them from?**
- (A)** Cylindrical objects and objects with extremely complicated shapes such as plants and people are actually formed as though they were photographs affixed to boards. If left as such, if viewed from certain directions they would appear to be thin boards, so they are instead handled such that they face forward regardless of the direction from which they are viewed. Viewed from above or below, however, they should indeed appear to be boards.
- (Q) Why is it that when I place knives and forks in a room, these are sometimes not displayed on the arrangement screen?**
- (A)** Not just knives and forks but all objects which have no thickness become invisible when viewed directly from the side. In such instances, set the perspective in VIEWING such that you are viewing the room from above or below.

(Q) Why is it that when I place an object at a slant I can no longer get close to it?

(A) When an object is placed at a slant, it is treated as though it is shaped as shown in the diagram when performing collision evaluation. For this reason, the external size becomes larger, resulting in this phenomenon.

Collision
evaluation



(Q) Why does everything get slower when there is a large number of objects?

(A) In LIFESTAGE, all objects are displayed using extremely complicated calculations. When the number of objects increases, the calculations necessary also naturally increases. Likewise, when the number of calculations increase, so does the required amount of processing time. In this way, processing gets increasingly slowed down. In addition, the more complicated the shapes of individual objects are and, in the case of rooms, the larger a room is, the more time it takes for calculations to be performed.

(Q) Why is it that objects sometimes pass through other objects, and why is it that I sometimes pass through objects?

(A) In LIFESTAGE, newly created objects always appear in the center of a room. If at that time an object is already there, if a collision evaluation is performed it would enter a state of constant collision and become unable to move. In order to prevent this, objects which appear on top of other objects are treated as objects which pass through other objects. At the moment when they separate and no longer overlap, however, normal collision evaluation begins to be performed. In addition, object positioning cannot be performed until objects no longer overlap. In the same way, if you overlap with an object which just appeared, you may be able to pass through it.

(Q) Is there anything that can be placed on a triangular roof?

(A) Not only for triangular roofs but for the corners of columns and domes as well, object placement is not possible. These are merely ornamental elements of the scenery.

(Q) Why do portions of objects disappear?

(A) In LIFESTAGE, there is a limit to the number of objects which can be displayed on the screen. If this limit is exceeded, all or part of some objects will disappear. These objects are not displayed but they do exist. If this situation is bothersome, try reducing the number of objects or figuring out a way to keep the objects from becoming concentrated in one location.

(Q) Why do doors sometimes disappear in rooms which contain large numbers of objects?

(A) As an example, in a given Room A which is filled to the limit with objects, you can attach a door from an adjoining Room B. In cases like this, the door will disappear in Room A. To display it, reduce the number of objects in Room A.

★★★Error Messages and Remedies★★★

The following is a summary of the methods for dealing with error messages in LIFESTAGE. Use it as a reference when an error occurs.

●EXCEEDING HOUSE ROOM CAPACITY

No more rooms can be added.

Remedy: If there are any unnecessary rooms, delete them.

●EXCEEDING ROOM OBJECT CAPACITY

No more objects can be added to this room.

Remedy: If there are any unnecessary objects, delete them. Objects can still be placed in other rooms.

●EXCEEDING SAVE DATA SRAM CAPACITY

There is insufficient empty space in SRAM to store the save data.

Remedy: If there are any unnecessary data items, delete them. Alternatively, reduce the size of the save data by deleting rooms and objects. See DELETE MENU (p. 13).

●UNSERVICEABLE DOOR PLACE HERE ?

An adjoining room is not present in this direction, so attaching a door is not possible.

Remedy: In the direction of attachment, check if there is an adjoining room. If not, put one there via HOUSE MODELING (p. 15).

●COULD NOT EXTEND TO UPSTAIRS

A room is not present above this room, so attaching stairs is not possible.

Remedy: In the direction of attachment, check if there is an adjoining room above this one. If not, put one there.

●DATA IS BROKEN CANNOT LOAD

For some reason the data is corrupted.

Remedy: This data cannot be read in, so delete it.

●COULD NOT PLACE OBJECT HERE

Objects overlap, so placement at this location is not possible.

Remedy: Place the object in a location where it does not overlap with other objects.

●COULD NOT PLACE OBJECT FROM THIS ANGLE

Stairs could not be placed at this angle.

Remedy: This is a message which appears when you try to place stairs at an inclination of 45°. In the particular case of stairs, rotate and place them in units of 90° (along the grid lines).

●UNCONTROLLABLE OBJECT

Stairs cannot be controlled while you are ascending or descending them. In addition, the exit area of stairs cannot be controlled under any circumstances.

Remedy: In a room with stairs, control the stairs after getting off of them.

●MOVED TO CENTER

If there is a wall at the point where you get off of stairs, you are automatically moved to the center of the room. This is not an error.

Remedy: Place the stairs in a location which is separated from the wall.

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End User Notice

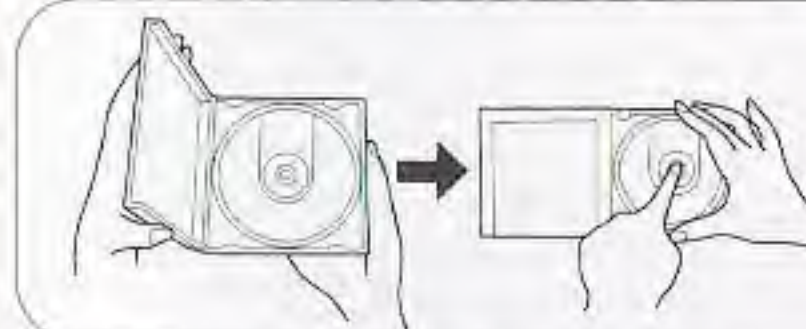
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To open the case, gently press both sides of its top.

To remove the CD from the case, press the center holder and lift the CD, holding by the edges.



To return the CD to the case, insert the CD with the label facing upward, and press downward at the center.



If the surface is soiled, wipe gently with a soft, damp cloth (dampened with water only). Always move the cloth directly outward from the center of the CD, not in a circular motion.

DO NOT use record cleaning sprays, benzine, thinner, static electricity prevention liquids or any other solvent.

DO NOT write on the surface of the CD with a ball-point pen or other writing instrument.

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- ❖ Locations exposed to direct sunlight, humid or dusty locations.
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